

Beluar

Level 18 Striker

Medium fey humanoid (elf)

XP -

Initiative +13 **Senses** Perception +19; low-light vision

HP 110; **Bloodied** 55; **Healing Surges** 7

AC 33; **Fortitude** 32, **Reflex** 33, **Will** 28

Speed 7

[MBA] Scimitar (standard; at-will) ♦ **Weapon**

+24 vs. AC; 1d8 + 9 damage (2d8 + 17 damage on a critical hit).

[RBA] Longbow (standard; at-will) ♦ **Weapon**

Ranged 20/40; +24 vs. AC; 1d10 + 13 damage.

[R] Hawk's Talon (standard; encounter) ♦ **Martial, Weapon**

Ranged 20/40; +27 vs. AC; 2d10 + 13 damage. This attack ignores any penalties from cover or concealment (but not superior cover or total concealment).

[R] Pounding Barrage (standard; encounter) ♦ **Martial, Weapon**

Ranged 20/40; three attacks against the same target; +24 vs. AC; 1d10 + 13 damage per attack. If two of the attacks hit, the target takes 1d6 extra damage. If three of the attacks hit, the target is also immobilized until the end of your next turn.

[R] Twin Strike (standard; at-will) ♦ **Martial, Weapon**

Ranged 20/40; two attacks, against the same or different targets; +24 vs. AC; 1d10 + 9 damage.

Elven Accuracy (free; encounter)

Beluar rerolls an attack roll and uses the second roll, even if it's lower.

Evade the Blow (immediate interrupt, when an enemy hits Beluar with a melee attack; daily) ♦ **Martial**

Beluar shifts 1 square away from the enemy.

Sniper

Once per round, Beluar deals an additional 2d6 damage when he hits an enemy he has combat advantage against.

Group Awareness

Beluar grants non-elf allies within 5 squares of him a +1 racial bonus to Perception checks.

Wild Step

Beluar ignores difficult terrain when he shifts.

Alignment Unaligned

Languages Common, Elven

Skills Nature +19, Stealth +18

Str 14 (+11) **Dex** 18 (+13) **Wis** 16 (+12)

Con 13 (+10) **Int** 10 (+9) **Cha** 8 (+8)

Equipment Leather armor, longbow, 2x scimitar, knife

Codym

Level 16 Leader

Medium natural humanoid (human)

XP -

Initiative +8 **Senses Perception** +7

HP 100; **Bloodied** 50

AC 31; **Fortitude** 32, **Reflex** 29, **Will** 29

Speed 5

[MBA] Longsword (standard; at-will) ♦ **Weapon**

+23 vs. AC; 1d8 + 12 damage.

[M] Commander's Strike (standard; at-will) ♦ **Martial, Weapon**

An ally of Codym's choice makes a melee basic attack against the target. If the ally hits, he deals an additional 3 damage to the target.

[M] Denying Smite (standard; encounter) ♦ **Martial, Weapon**

+23 vs. AC; 3d8 + 12 damage. *Effect:* Codym chooses an ally within 5 squares of him. The target cannot attack that ally with melee attacks or ranged attacks until the end of Codym's next turn.

[M] Sunder Armor (standard; encounter) ♦ **Martial, Weapon**

+23 vs. AC; 2d8 + 12 damage, and until the end of Codym's next turn, any attack roll against the target can score a critical hit on a roll of 18-20.

[M] Viper's Strike (standard; at-will) ♦ **Martial, Weapon**

+23 vs. AC; 1d8 + 12 damage. *Effect:* If the target shifts before the start of Codym's next turn, it provokes an opportunity attack from an ally of Codym's choice.

[C] Defensive Rally (standard; daily) ♦ **Healing, Martial**

Close burst 5; Each ally in the burst can spend a healing surge and make a saving throw against any single effect that a save can end. In addition, all allies in the burst gain a +2 power bonus to all defenses until the end of Codym's next turn.

Inspiring Word (minor; 3/encounter) ♦ **Martial**

An ally within 5 squares of Codym can spend a healing surge.

Alignment Unaligned **Languages** Common

Skills Endurance +13, History +16, Intimidate +15

Str 18 (+12) **Dex** 10 (+8) **Wis** 8 (+7)

Con 13 (+9) **Int** 16 (+11) **Cha** 14 (+10)

Equipment Chainmail, light shield, longsword